Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1 - 25 (Cancelled).

26. (Currently Amended) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

receiving a header data packet having a numerical value for indicating a number of pixels to be blanked out;

receiving an address line of a plurality of graphics data from a memory;

placing a read pointer initially on the plurality of graphics data at a start of the address line even if a starting pixel that is to be displayed is not at the start of the address line;

blanking out one or more pixels of the plurality of graphics data based on the received header data packet by placing the read pointer on the plurality of graphics data at a location of the address line after the blanked out pixels; and

displaying the plurality of graphics data starting at the read pointer such that the blanked out pixels of the address line of the plurality of graphics data are not displayed and the starting pixel is displayed.

27. (Previously Presented) The method of horizontally scrolling a display window to the left of claim 26, wherein the operation of blanking out one or more pixels comprise the operation of blanking out one or more bits of the address line.

28. (Previously Presented) The method of horizontally scrolling a display window to the left of claim 26, wherein each pixel is comprised of a first number of one or more bits, wherein the address line comprises a second number of one or more bits, and wherein the first number is not greater than the second number.

29. (Previously Presented) The method of horizontally scrolling a display window to the left of claim 28, wherein the first number of bits is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32 bits.

30. (Previously Presented) The method of horizontally scrolling a display window to the left of claim 29, wherein the second number of bits is selected from the group consisting of 16 bits, 24 bits, 32 bits, and 64 bits.

31. (Cancelled)

32. (Currently Amended) A method for horizontally scrolling a display window to the right by one or more pixels, the method comprising:

receiving an ~~first~~ initial address line of an ~~first~~ initial plurality of graphics data from a memory;

receiving a ~~second~~ new address line of a ~~second~~ new plurality of graphics data from the memory;

placing a read pointer initially on the ~~first~~ initial plurality of graphics data at a start of the ~~first~~ initial address line even if a starting pixel that is to be displayed is at the new address line;

blanking out one or more pixels of the ~~first~~ new plurality of graphics data by placing the read pointer on the ~~first~~ new plurality of graphics data at a location of the ~~first~~ new address line after the blanked out pixels;

inserting the ~~first~~ new address line of the ~~first~~ new plurality of graphics data in front of the ~~second~~ initial address line of the ~~second~~ initial plurality of graphics data; and

displaying the ~~first~~ new plurality of graphics data and the ~~second~~ initial plurality of graphics data starting at the read pointer such that one or more non-blanked out pixels of the ~~first~~ new address line and one or more pixels of the ~~second~~ initial address line are displayed.

33. (Currently Amended) The method of horizontally scrolling a display window to the right of claim 32, wherein the ~~second~~new address line of the ~~second~~new plurality of graphics data has a start point and an end point and wherein one or more pixels closes to the end point of the ~~second~~new address line are not displayed.

34. (Cancelled)

35. (Currently Amended) The method of horizontally scrolling a display window to the right of claim 32, wherein the operation of blanking out one or more pixels comprise the operation of blanking out one or more bits of the new address line.

36. (Currently Amended) The method of horizontally scrolling a display window to the right of claim 35, wherein each pixel is comprised of a first number of one or more bits, wherein each of the ~~first~~initial and ~~second~~new address lines comprises a second number of one or more bits, and wherein the first number is not greater than the second number.

37. (Previously Presented) The method of horizontally scrolling a display window to the right of claim 36, wherein the first number of bits is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32 bits.

38. (Previously Presented) The method of horizontally scrolling a display window to the right of claim 37, wherein the second number of bits is selected from the group consisting of 16 bits, 24 bits, 32 bits, and 64 bits.

39. (Previously Presented) The method of horizontally scrolling a display window to the right of claim 32, further

comprising the operation of receiving a header data packet that includes a numerical value for indicating a number of pixels to be blanked out prior to the operation of blanking out one or more pixels.

40. (Currently Amended) A graphics display system for scrolling by one or more pixels, the graphics display system comprising:

a header data packet having a numerical value for indicating a number of pixels to be blanked out;

an address line of a plurality of graphics data;

a display engine for receiving the header data packet having the numerical value, for receiving the address line of the plurality of graphics data, and for converting the address line of the plurality of graphics data into a graphics window;

a direct memory access module for transferring the address line of the plurality of graphics data from a memory to the display engine;

a read pointer initially placed on the plurality of graphics data at a start of the address line even if a starting pixel that is to be displayed is not at the start of the address line; and

wherein the display engine is capable of selectively blanking out one or more pixels of the plurality of graphics data based on the received header data packet by placing the read pointer on the plurality of graphics data at a location of the address line after the blanked out pixels.

41. (Currently Amended) The graphics display system of claim 40, wherein a first non-blanked out pixel of the plurality of graphics data is ~~a first~~the starting pixel to be displayed.

42. (Previously Presented) The graphics display system of claim 40, wherein the memory access module does not transfer the blanked out pixels to the display engine.

43. (Currently Amended) A graphics display system for scrolling by one or more pixels, the graphics display system comprising:

an ~~first~~initial address line of an ~~first~~initial plurality of graphics data;

a ~~second~~new address line of a ~~second~~new plurality of graphics data stored;

a display engine for receiving the ~~first~~initial and ~~second~~new address lines and for converting the ~~first~~initial and ~~second~~new plurality of graphics data into a graphics window;

a direct memory access module for transferring the ~~first~~initial address line of the ~~first~~initial plurality of graphics data and the ~~second~~new address line of the ~~second~~new plurality of graphics data from a memory to the display engine;

a read pointer initially placed on the ~~first~~initial plurality of graphics data at a start of the ~~first~~initial address line even if a starting pixel that is to be displayed is at the new address line;

wherein the display engine is capable of selectively blanking out one or more pixels of the ~~first~~new plurality of

graphics data by placing the read pointer on the ~~first~~new plurality of graphics data at a location of the ~~first~~new address line after the blanked out pixels; and

wherein, to scroll the graphics window to the right, the display engine displays one or more non-blanked out pixels of ~~first~~the new address line~~s~~ in front of one or more pixels of the ~~second~~initial address line.

44. (Currently Amended) The graphics display system of claim 43, wherein the ~~second~~new address line of the ~~second~~new plurality of graphics data has a start point and an end point and wherein one or more pixels closes to the end point of the ~~second~~new address line are not displayed.

45. (Cancelled)

46. (Cancelled)

47. (New) The method of horizontally scrolling a display window to the right of claim 33, wherein the initial address line of the initial plurality of graphics data is effectively shifted to the right by the non-blanked out pixels of the new address line.

48. (New) The method of horizontally scrolling a display window to the right of claim 33, wherein the one or more non-blanked out pixels of the new address line and the one or more pixels of the initial address line that are displayed have

a bit amount equal to the initial plurality of graphics data of the initial address line.

49. (New) The graphics display system of claim 40, wherein the header data packet further includes a left edge value for indicating a starting location of the graphics window.

50. (New) The graphics display of claim 43, further comprising a header data packet having a numerical value for indicating a number of pixels to be blanked out and a left edge value for indicating a starting location of the graphics window, wherein the display engine receives the header data packet and selectively blanks out the one or more pixels of the new plurality of graphics data based on the received header data packet.